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IN THE CLAIMS

Amended claims follow:

1. (Currently Amended) A method for carrying out a computer-implemented transaction, comprising:
storing in memory a transaction pattern reflecting a transaction; and
executing the transaction pattern to carry out the transaction;
wherein the transaction pattern includes a record of: information submitted by a user, user actions taken by the user, system actions taken by a system in response to the information and the user actions in order to generate results, and the results that are sent to the user.
2. (Cancelled)
3. (Currently Amended) The method as recited in claim [[2]]1, wherein the transaction pattern further includes a record of the actions taken by the system which enable access of the user to data, and actions enabled by the data to retrieve content.
4. (Currently Amended) The method as recited in claim 1, wherein the storage of the transaction pattern includes the storage of records relating to an interface presented to [[a]]the user.
5. (Currently Amended) The method as recited in claim 1, wherein the storage of the transaction pattern includes the storage of records relating to the submission of information by [[a]]the user.
6. (Original) The method as recited in claim 1, wherein the storage of the transaction pattern includes the storage of parameters required to complete the transaction.

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7. (Currently Amended) The method as recited in claim 1, wherein the storage of the transaction pattern includes the storage of records of the navigation of ~~[[a]]~~the user during the transaction.
8. (Currently Amended) The method as recited in claim 1, wherein the storage of the transaction pattern includes the storage of information returned to ~~[[a]]~~the user by ~~[[a]]~~the system.
9. (Currently Amended) The method as recited in claim 1, wherein the storage of the transaction pattern includes the storage of information selected by ~~[[a]]~~the user.
10. (Previously Presented) The method as recited in claim 1, wherein the execution of the transaction pattern includes retrieval of the transaction pattern by at least one of an automated agent and a programmable agent.
11. (Original) The method as recited in claim 1, wherein the execution of the transaction pattern includes submission of required parameters during the transaction.
12. (Original) The method as recited in claim 1, wherein the execution of the transaction pattern involves automatic navigation during the transaction.
13. (Original) The method as recited in claim 1, wherein the execution of the transaction pattern includes retrieval of content.
14. (Currently Amended) The method as recited in claim 1, wherein the execution of the transaction pattern includes relaying content to ~~[[a]]~~the user.
15. (Original) The method as recited in claim 1, wherein the execution of the transaction pattern includes recognizing a state of a remote application.

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16. (Currently Amended) A computer program product, embodied on a computer readable medium and capable of execution on a computer, for carrying out a computer-implemented transaction, comprising:
computer code for storing in memory a transaction pattern reflecting a transaction; and
computer code for executing the transaction pattern to carry out the transaction;
wherein the transaction pattern includes a record of: information submitted by a user, user actions taken by the user, system actions taken by a system in response to the information and the user actions in order to generate results, and the results that are sent to the user.
17. (Cancelled)
18. (Currently Amended) The computer program product as recited in claim ~~[[17]]~~16, wherein the transaction pattern further includes a record of the actions taken by the system which enable access of the user to data, and actions enabled by the data to retrieve content.
19. (Currently Amended) The computer program product as recited in claim 16, wherein the storage of the transaction pattern includes the storage of records relating to an interface presented to ~~[[a]]~~the user.
20. (Currently Amended) The computer program product as recited in claim 16, wherein the storage of the transaction pattern includes the storage of records relating to the submission of information by ~~[[a]]~~the user.
21. (Original) The computer program product as recited in claim 16, wherein the storage of the transaction pattern includes the storage of parameters required to complete the transaction.

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22. (Currently Amended) The computer program product as recited in claim 16, wherein the storage of the transaction pattern includes the storage of records relating to the navigation of [[a]]the user during the transaction.
23. (Currently Amended) The computer program product as recited in claim 16, wherein the storage of the transaction pattern includes the storage of information returned to [[a]]the user by [[a]]the system.
24. (Currently Amended) The computer program product as recited in claim 16, wherein the storage of the transaction pattern includes the storage of information selected by [[a]]the user.
25. (Previously Presented) The computer program product as recited in claim 16, wherein the execution of the transaction pattern includes retrieval of the transaction pattern by at least one of an automated agent and a programmable agent.
26. (Original) The computer program product as recited in claim 16, wherein the execution of the transaction pattern includes submission of required parameters during the transaction.
27. (Original) The computer program product as recited in claim 16, wherein the execution of the transaction pattern involves automatic navigation during the transaction.
28. (Original) The computer program product as recited in claim 16, wherein the execution of the transaction pattern includes retrieval of content.
29. (Currently Amended) The computer program product as recited in claim 16, wherein the execution of the transaction pattern includes relaying content to [[a]]the user.

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30. (Original) The computer program product as recited in claim 16, wherein the execution of the transaction pattern includes recognizing a state of a remote application.
31. (Currently Amended) A system for carrying out a computer-implemented transaction, comprising:
hardware logic for storing in memory a transaction pattern reflecting a transaction; and
hardware logic for executing the transaction pattern to carry out the transaction;
wherein the transaction pattern includes a record of: information submitted by a user, user actions taken by the user, system actions taken by a system in response to the information and the user actions in order to generate results, and the results that are sent to the user.
32. (Previously Presented) The method as recited in claim 15, wherein the remote application is an electronic commerce application.
33. (Previously Presented) A method for carrying out a computer-implemented transaction, comprising:
recording information submitted by a user as part of a transaction;
recording user actions taken by a user as part of the transaction;
recording system actions taken by a system in response to the information and the user actions in order to generate results as part of the transaction;
recording the results that are sent to a user as part of the transaction;
generating a transaction pattern based on the recorded information;
storing the transaction pattern in memory; and
executing the transaction pattern to automatically carry out the transaction upon receiving a user request for the transaction.

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34. (Previously Presented) The method as recited in claim 33, wherein the transaction pattern further includes a record of actions taken by the system which enable access of the user to data, and actions enabled by the data to retrieve content.
35. (Previously Presented) The method as recited in claim 33, wherein the storage of the transaction pattern includes the storage of information returned to a user by a system.
36. (Previously Presented) The method as recited in claim 33, wherein the storage of the transaction pattern includes the storage of information selected by a user.
37. (Previously Presented) The method as recited in claim 33, wherein the execution of the transaction pattern includes retrieval of the transaction pattern by at least one of an automated agent and a programmable agent.
38. (Previously Presented) The method as recited in claim 33, wherein the execution of the transaction pattern involves automatic navigation during the transaction.
39. (Previously Presented) The method as recited in claim 33, wherein the execution of the transaction pattern includes relaying content to a user.
40. (Previously Presented) The method as recited in claim 33, wherein the execution of the transaction pattern includes recognizing a state of a remote application.
41. (Currently Amended) A method for carrying out a computer-implemented electronic commerce (e-commerce) transaction, comprising:
storing in memory a transaction pattern reflecting a transaction, wherein the transaction pattern includes:
creation and actions associated with forms presented in a web-interface with which a user submits information;

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information submitted by a user, in forms presented in an e-commerce flow;
an internal process whereby the submitted information is sent to servers and databases of an e-commerce site;
navigation of the user within the e-commerce process; [[and]]
system actions taken by a system in response to the information and the creation and actions in order to generate results; and
the results returned by the e-commerce site once the submitted information has been processed; and
executing the transaction pattern to carry out the transaction.

42. (Previously Presented) A method for carrying out a computer-implemented transaction, comprising:
- recording information submitted by a user as part of a transaction;
 - recording user actions taken by a user as part of the transaction;
 - recording system actions taken by a system in response to the information and the user actions in order to generate results as part of the transaction;
 - recording the results that are sent to a user as part of the transaction;
 - recording actions taken by the system which enable a user to access data;
 - recording actions enabled by the data to retrieve content;
 - generating a transaction pattern based on the recorded information;
 - storing the transaction pattern in memory, including:
 - storing records relating to an interface presented to a user;
 - storing records relating to the submission of information by a user;
 - storing parameters required to complete the transaction;
 - storing records relating to the navigation of a user during the transaction;
 - storing information returned to a user by a system;
 - storing information selected by a user;
 - executing the transaction pattern to automatically carry out the transaction upon receiving the user request for the transaction, including:

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retrieving the transaction pattern using at least one of an automated agent
and a programmable agent;
recognizing a state of a remote application;
submitting required parameters during the transaction;
performing automatic navigation during the transaction;
retrieving content; and
relaying content to a user.